

# PainSmith Raznal

## The Dodgeball Boss

### OVERVIEW

### PHASES: 2

Hero: On Pull

If you have ever died due to a pesky trap in Torghast, this is the man to blame. As the mastermind behind these deadly traps, he revels in your frustration as he tests out new traps in this encounter. Dodge large iron balls, spiked floor, fiery traps, and even your fellow raiders who are shackled with chains that will knock you back. One thing is for sure, if you stop moving you just might not make it out alive, so put your dodgeball gear on and get out there to claim your loot.

### SPECIAL NOTES

**Immunities/Personals** – None  
**CC** – None  
**Dispels** – None

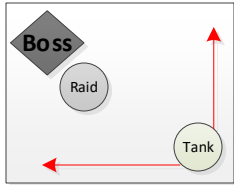
### Phase 1: Instruments of Pain

100-70%

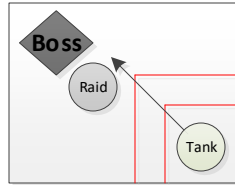
70-40%

40-0%

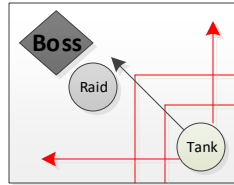
Tank run to far corner to explode and trigger spikes. Raid – DODGE!



Cruciform Axe



Reverberating Hammer



Dualblade Sythe

### ABILITIES

**Chamber of Spikes** – The floor is made of spikes that erupt, dealing damage and stunning hit players for 2 seconds.

### Instruments of Pain:

Boss hurls weapon at tank, inflicting raidwide damage based on distance away.

**Cruciform Axe** – (100-70%) Spike pattern spawns in lines out from tank.

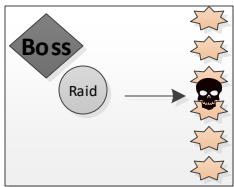
**Reverberating Hammer** - (70-40%) Spike pattern spawns as ripple out of tank.

**Dualblade Scythe** – (40-0%) Combination of both patterns.

**Blackened Armor** – Instrument of Pain debuffs tank. increasing physical damage taken by 200% for 36 seconds.

### Spiked Balls

Dodge row of spiked balls that spawn from a random side of the room.

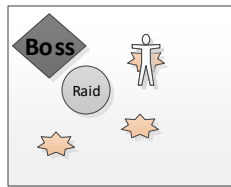


Create a gap by killing 1-2 balls

Chain players narrowly sneak through at the end.

### Flameclasp Trap

Targeted players drop traps away from raid.

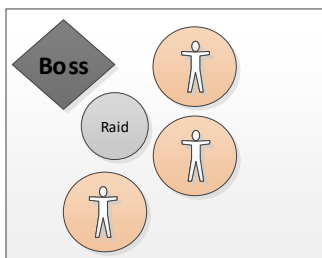


Trigger one at a time by running over trap.

Boss mechanics will trigger traps.

Explosions increase damage taken by 200% for 1 second.

### Shadowsteel Chains



Spread out away from raid to avoid knocking them back and dealing high damage.

Be careful when dodging traps, cannot touch anyone else!

**Spiked Balls** – Line of spiked balls rolls across room, dealing huge damage and stunning any player hit. Can be killed.

**Flameclasp Trap** – Random players drop traps, after 8 seconds the traps will detonate if touched by player or boss mechanic.

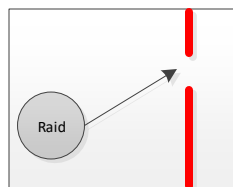
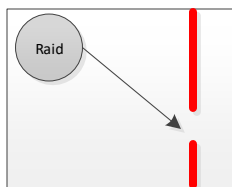
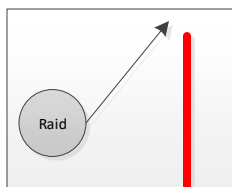
**Flameclast Detonation** – Increases damage taken 200% by trap explosion for 1.5 seconds.

**Shadowsteel Chains** – Random players shackled with chains, inflicting damage and knocking back players within 5 yards.

### Phase 2: At 70% and 40%

Boss leaps away temporarily.

Dodge rows of spikes via the one safe space.



After 1 minute, return to P1 – slightly altered with new boss weapon.

### MYTHIC ONLY

Chained players will also trigger the floor spikes when the tank is hit by boss weapon, underneath their location. During intermission, Shadowsteel Ember adds will spawn under random players and must be tanked and killed.